



LAMBORGHINI

AMERICAN CHALLENGE



WITH A
2 PLAYER
OPTION!



AMIGA CD³²

Scanned

by

Thalton

introduction

You've just arrived in the United States with your heart set on becoming a millionaire. As your only skill is advanced race driver training, you decide to enter the Saturday Night Races, an organized tournament of illegal highway challenges. As chance would have it, you run into an old friend down on his luck. In order to recoup some of his lost wealth, he sells you his prized Lamborghini Diablo at a rock-bottom price. This costs up all but a few thousand dollars of your life savings. Despite your lack of funds, your sights are firmly set on reaching the first Division of this competition. To do this, you must start by winning easy runs in Division 4, until you have enough skill and money to enter more difficult ones.

When you feel confident enough in your driving abilities, you may try the Division Challenge. If you succeed, you will progress to the next division. Races become more challenging as you progress, but you can buy more sophisticated equipment and win greater prizes.

Good luck, and remember to be a careful and courteous driver... until race-day!

Starting the Game

You can begin the game by choosing the Championship Mode or the VS Mode (2-player mode). By selecting the Championship Mode, you begin competing in real races with bets, prizes and tough opponents.

The VS Mode enables two players to participate in the whole Championship. Once you have selected the 1- or 2-player mode, you may choose between three races - Jet, Sly or Val. In the 2-player mode, first player one chooses his racer, then player 2.

VS Mode (2 Players)

The VS Mode enables 2 players to compete simultaneously in the same Championship. Each player competes for victory and the pole position in Division 1. However, it is possible to play as a "team" by helping one another during races, or by fixing common goals, for example, to eliminate or slow down dangerous adversaries by participating in two different races in the same week. However, if both players have decided to compete in the same race, they will play on a screen divided into two parts. If they have chosen different races, they will play one after the other. In the case of "Game Over" for one of the players, the other player may continue the game in one-player mode.

controls

Automatic Gears

Left	Turn left
Right	Turn right
Up	Accelerate
Down	Brake
Fire	Drive or Neutral

Manual Gears

Fire + Up	Change up gear
Fire + Down	Change down gear

DIVISIONS

The division ranking screen displays the rank of all competitors including yourself. The ranking order depends on the number of division points each competitor has earned. You get 3 points each time you finish a race in first position, 2 points when you arrive second, and 1 point when you arrive in third position.

You may scroll down the list and get information on each competitor. This includes the name of the competitor, the number of races completed, the number of races won, the number of Division points and the vehicle class.

In order to advance to the next division, you must win the division challenge which is represented on the map by a large star. You will need to buy a set of passes to attempt this challenge.

Note: In the two-player mode, when one player finishes an inter-division challenge, he must wait in the division above for the second player before continuing the Championship.

VEHICLE CLASS

The vehicle class reflects the top performance of the car. A car with a few add-ons will be in class 1 or 2. A car with many add-ons will be in class 4 or 5.

THE MAP OF THE UNITED STATES

There are 15 races available in each division. These races are represented by red or yellow stars. A yellow star indicates you have sufficient funds to enter the race. A red star indicates you cannot pay the entry fee for that race, and must win more money before you can participate.

In the 2-player mode, the second player can only make a selection when the first player has chosen his race. The race chosen by the first player will be displayed on the map. The indicator on the right-hand side of the screen shows your current division. You will begin in division 4.

Note: The Sawn Game option isn't implemented on the CD32 version. However, the game's size is such that it can be played through in a single play session.

the dashboard



- 1 Picture of you, a nearby cop or professional driver
- 2 Seconds remaining for the current boost (when activated) and number of boosts remaining
- 3 Current score
- 4 Radar detector
- 5 Super tyres
- 6 Snow tyres
- 7 Your position
- 8 Percentage of car damage
- 9 Distance to the finish line
- 10 Super brakes
- 11 Radar jammer

A simplified version of the dashboard is used during races run by two players simultaneously in the 2-player mode.

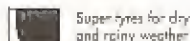


- 1 Percentage of car damage
- 2 Seconds remaining for the current boost (when the boost is activated) and number of boosts remaining (see bar)
- 3 Distance to the finish line

the shop

The shop contains new equipment so you can add on to your car to improve its performance.

DIVISION 4



Super tyres for dry and rainy weather



Speed-up No.1
Top speed: 288 km/h.



5-speed manual
Top speed: 304 km/h.



Radar detector is warn of police up ahead



5-speed auto
Top speed: 304 km/h.

DIVISION 3



Snow tyres for extra grip in icy conditions



Speed-up 2
Top speed: 320 km/h



Super brakes to slow down fast.

DIVISION 2



6-speed auto
Top speed: 336 km/h



6-speed manual
Top speed: 336 km/h



Roadster: better aerodynamic road-holding

DIVISION 1



Nitrous Oxide
Speed-up:
Top speed: 352 km/h



Radar jammer to foil road-side police



Turbo boost: gives you adrenaline-pumping speed for 10 seconds.

ALL DIVISIONS

the garage

After a turbulent race (i.e. most races), your car will probably be damaged. If the damage exceeds 50%, your car's performance will be reduced.

Caution: Having a collision when damage is at 100% will disable your car. >>>



- 1 Damage indicator: Percentage of car damage. (Cost to repair 10% damage = \$100).
- 2 Money indicator: The amount of money available.
- 3 Speed indicator: The top speed at current damage level.
- 4 Speed loss indicator: Percentage of speed lost.

the betting system

If there are professional racers in the race you have chosen, you may bet on the outcome of the race. If you feel confident that you can finish the race in first position, you can wage your bet with the other racers who will bet on their own performance. Participants will take turns to either match the current bet (highest bet so far) or stand (finish betting).

The pot is the total amount of money bet by the players so far. The money indicator displays the amount of cash you have. The current bet is displayed in the top left corner of the betting screen. Each player must match this amount in order to continue betting.

After one turn, each player has two choices:

- increase his stake (match highest bet so far) BET
- decide his has reached his limit and quit the betting process: DONE

You will not lose your money by exiting the betting process even if the

other players have bet more than you. However, if you should win, the other players only owe an amount equal to your wager.

If you are feeling confident in your driving abilities and your car's performance you can "raise" your opponents by increasing your wager by an amount greater than that of the current bet. This will force them to either match your current bet or pull out.

the police

The Saturday Night Racers are not ordinary races.

First of all, they are illegal, so you may encounter a wide range of individuals, whether they are family types looking for some action, or convicts eager to claim cash, every participant is motivated by the great amounts of money involved.

Since state regulations prohibit them from on public roads, police patrols are sent to enforce the speed limits. They have three tactics:

SPEED TRAPS

The police look for anyone going a margin over the speed limit (110 km/h). You may encounter police cars on the side of the road leaning passing traffic. Recommendation: buy a radar detector to detect the patrols, and superbrakes to reduce speed rapidly!

HIGHWAY PATROL MODE

The police drive down the highway, radar active, looking for offenders. Recommendation: buy a radar detector. Overtake slowly, while avoiding collisions with police vehicles.

RADAR CAMERAS (later stages)

These cameras are set up by the side of the road. Triggering them will result in a fine, the amount depending on your speed at the time of the photo.

If you get marked as an OFFENDER by the police, you have two options:

- Stop the car and pay a fine (you automatically quit the race).
- Try to finish the race despite the attempts of the police to destroy your car. If the police manage to stop you, they will throw you in jail and you'll have to pay a heavy fine to get out.

your toughest competitors

Max Steel, better known as "Mad Max"

Max is a tough guy, he is by far your most dangerous opponent. It is rumored that mysterious accidents occur each time Max runs a race. Races won: 100.



Richard Cooper, better known as "The Road Runner"

Richard is a great pilot and he seems to know all the rules by heart. Everybody wonders why, but this remains a mystery. Races won: 95.



Frank Torino or "Fricky Frankie"

Frank is a wise guy, he knows the ropes. He will not hesitate to deceive you in order to win a race. Never trust this shady character. Races won: 82.



Felicia Masterson or "Furious Felicia"

She's got a very fast car and a nasty temper. Do not trust her good looks because she won't give you the chance to regret it. Races won: 73.



Joe Spencer. Joe is a cheater. He uses shamsun

and diversions known only to him. If you happen to run into him, you'll know the finish line is not far off. Races won: 57.



Sal Capone. Sal has many friends in the police force

and he will use his connections whenever possible. Avoid him when the police are in the vicinity. Races won: 43.



Mary Wilbur, also known as "Heavy Mary"

One thing is certain, Mary looks tough and she drives rough too. Races won: 39.



tips...

Keep a close watch on your rivals' vehicle class. You may want to avoid racing against opponents who are better equipped than you.

You will frequently have to choose between buying speed-up options and other additions to your car. Before opting for extras such as Super Brakes, Snow Tyres, etc., consider the "local racer" skills in the remaining available races. You may find yourself up against better opponents without the engine power to beat them.

Beware of racers suddenly betting large amounts. They may well feel confident that their vehicles' performance is superior to yours. You may have to resort to dirty tactics to beat them!!

If you are feeling confident in your driving abilities, refraining from improving your vehicle's top speed may actually be more profitable. If the other men see your car as less of a threat, they will bet more money on themselves winning. Snatching victory will be very rewarding!

If a rival has a higher top speed than you, there are several ways to tackle him. On a course with many sharp bends, you can wear down his lead by skilful cornering. If you can steer around highway traffic and have fewer collisions than your opponent, victory is even more likely. If circumstances get out of hand, you may have to resort to pushing your opponents off the road. This will damage their vehicle and reduce their performance.

and dirty tips

If you come across police cars on highway patrol, pushing other racers' cars into the patrol vehicles will make them instant "OFFENDERS".

If racers are slowing down in front of you to get through a radar speed trap, driving into the back of their car may catapult them through the radar at high speed.

credits

Game Design: Richard Hooper/Florent Mareau/ Eric Cawn
Coding: Frédéric Gérard
Graphics: François Fournier/Dimitri Camère
Music: Frédéric Prodos/Michael Knoepen
Special Thanks to: Richard Hooper & Jean-Michel Masson
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CHALLENGE**

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Durham House,
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